

SEGA™

WHO SHOT JOHNNY ROCK?

SEGA CD™



AMERICAN™
LASER GAMES, INC.



LIVE ACTION™
MOTION PICTURE

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM

Rated by V.R.C.™
MA-17
Not appropriate
for minors
Mature Audiences

WARNING: (Epilepsy Caution)

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING:

FOR OWNERS OF PROJECTION TELEVISIONS

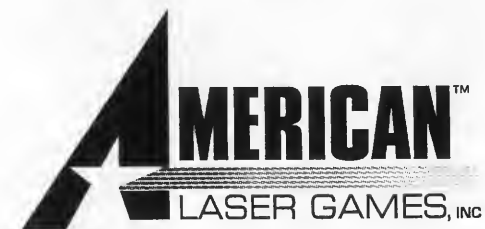
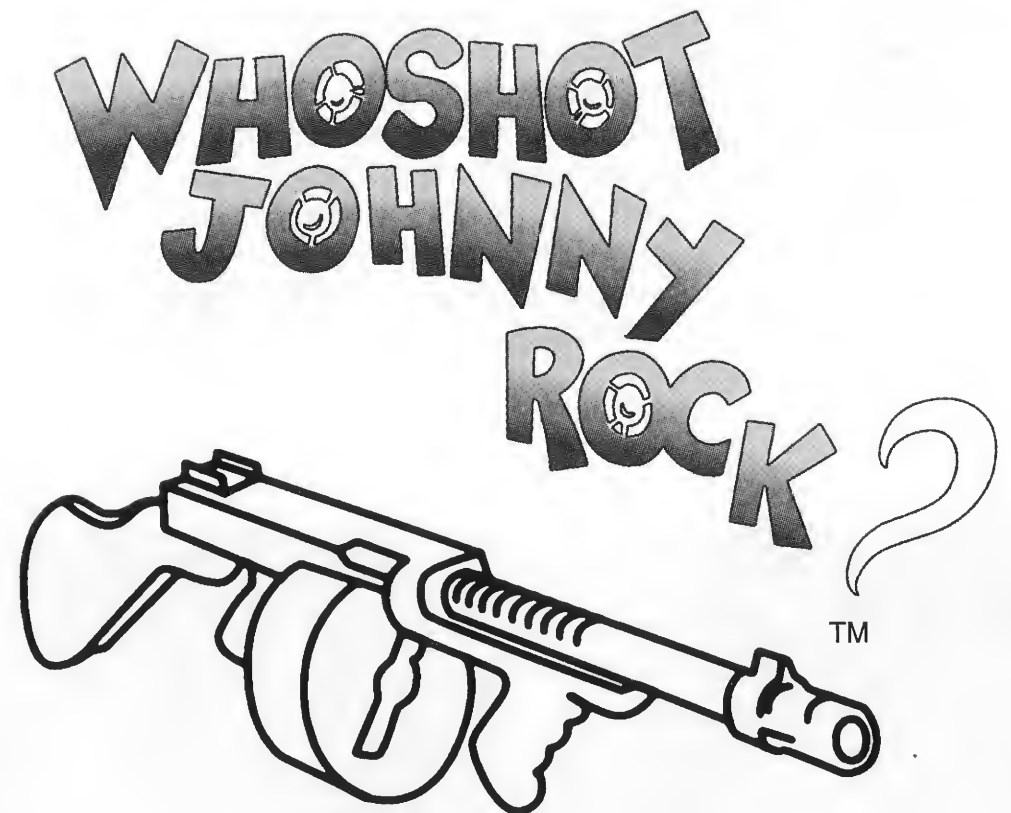
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

HANDLING YOUR CD DISK

- The Sega CD Disc is intended for use exclusively with the Sega CD™ system.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

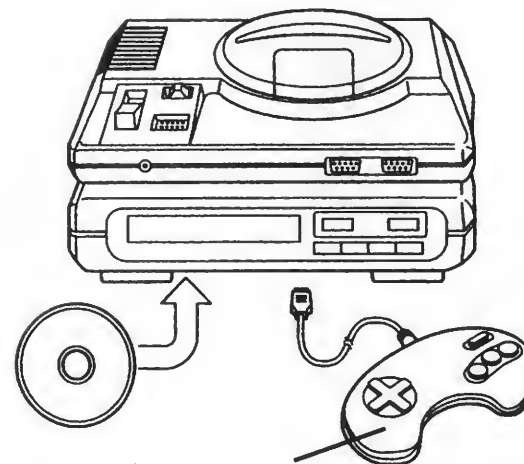


PLAYING THE GAME

You are a private detective hired to find out Who Shot Johnny Rock?[™], and must collect clues to learn the combination to Johnny Rock's safe. Inside the safe is evidence that will reveal the guilty party. Villains will try to stop you along the way. If you fail to shoot them before they shoot you, you must see the doctor who will take some of your money. Do not shoot innocent people, however, as it costs you money. When the undertaker says, "Out of money, out of luck," the game ends. You may buy ammunition from the AMMO store shown on the city map. Occasionally you will get the opportunity to pick up extra money, but you must know your lucky number at these times.



GETTING STARTED



Control Pad to Control Port 1
on the Genesis Console

1 Connect your Sega CD[™] and Sega Genesis[™] systems and plug in a control pad into control port 1. A control pad, Mega Mouse[™], Menacer[™], American Laser Games GAMEGUN[™], or Konami ENFORCER[™] can be plugged into control PORT 2. Turn on your TV or monitor, and then turn on your Genesis.

2 Place the *Who Shot Johnny Rock?*[™] CD into the disc tray, label side up; then close the tray.

3 If the Sega CD[™] logo is on the screen, press START to begin. If the Control Panel is on screen, move the cursor to the CD-ROM button, and then press Button A, B or C. The Sega screen appears.

START SCREEN

The start screen is reached from the demo loop by hitting the START button on the control pad in control port 1. The start screen allows you to start the game in 1 or 2 player mode using either the control pad or the device plugged into control port 2. This screen is also used to access the options menu. Moving the 'pointing finger' with the direction control on the joy-pad to make your selection and press start.

WHOSHOT
JOHNNY
ROCK?

- Start 1 Player Gun/Mouse
- Start 1 Player Control Pad
- Start 2 Player Gun/Mouse
- Option

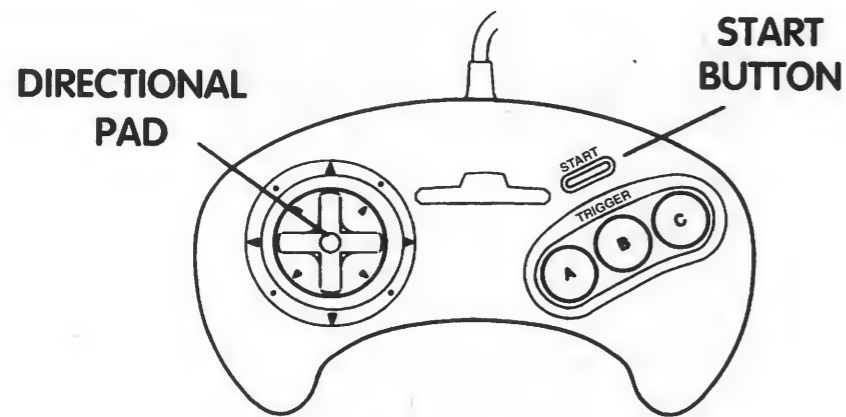
- Calibrate Gun
- Level: Wimp Easy Hard
- Flash Color: Blue Cyan White
- Port 2 Controller: Control Pad
- Mouse
- Gun
- None

Exit

OPTIONS MENU

The options menu allows gun calibration, difficulty selection, and flash color selection. Selection of 'LEVEL' moves the cursor to the difficulty options. The levels are Wimp (easiest/default), Easy (more difficult), and Hard (most difficult). Select 'EXIT' to return to the start screen. Selection of 'CALIBRATE GUN' will bring up the calibration screen valid only for lightguns or the Menacer[™]. The Calibration procedure is explained in the GENERAL GUN USAGE section. Selection of 'FLASH' allows a choice of either blue, cyan or white screen flash for gun operation. Blue is the default color and tends to be less distracting; however for TVs with lower brightness levels (e.g., projection TVs) white may provide more consistent gun operation.

KNOWING YOUR CONTROLS



CONTROL PAD

Start Button:

- If the Sega CD™ logo appears after loading the disc, you can hit the start button immediately to begin the game review, or the system will automatically go into the game review after a 10 second pause. The game review mentions important hints and explains what the game is about.
- Starts game play. Hit the start button to get to the start screen for player options.
- Pauses the game.
- Activates the menu selection choices.

Directional Pad:

- In start or options screen, used for selection.
- Aims your shooter.
- Use to move pointer in all menu screens.

"A" Button:

- When the gun is pointing into the screen, fires your shooter.

"B" Button:

- Used to double the speed of gun movement.
- If "C" BUTTON is also pressed, speed is 8 times faster.

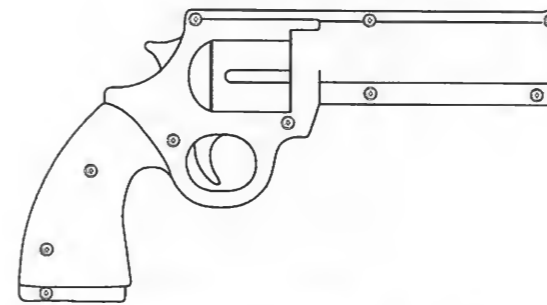
"C" Button:

- Used to quadruple the speed of gun movement.

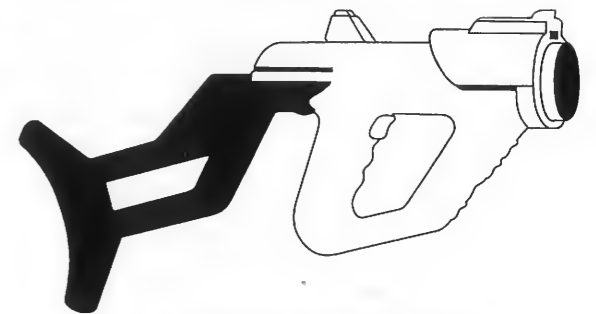
Two Player Mode:

- When using two control pads for two player mode, player 1 is control pad 1 and player 2 is control pad 2. See general two player notes later.

GENERAL GUN USAGE



GAMEGUN™



MENACER™

- The gun fires where pointed on the screen as long as you have bullets.
- The FRONT bottom button can be used to pause the game with the Menacer™. The GAMEGUN™ has a start/pause switch on the left side.
- Some video guns require using the control pad START button to pause or the view the start screen.
- The guns work best when in the range of 5 to 12 feet from the television screen.
- The guns can be calibrated by selecting calibrate under the options screen. The options screen is accessed from the start screen. To calibrate the gun, push "A" BUTTON on the control pad in control port 1. Aim the gun at the center of the bullseye, and press the trigger. Check the accuracy of the gun, and recalibrate if necessary. Use START button on the control pad in control port 1 to get back to the options screen.



MEGA MOUSE™

- Moving mouse aims your shooter.
- The left button on the mouse is used to shoot.
- The START button on the control pad in control plug 1 is used to start and pause the game.

GENERAL

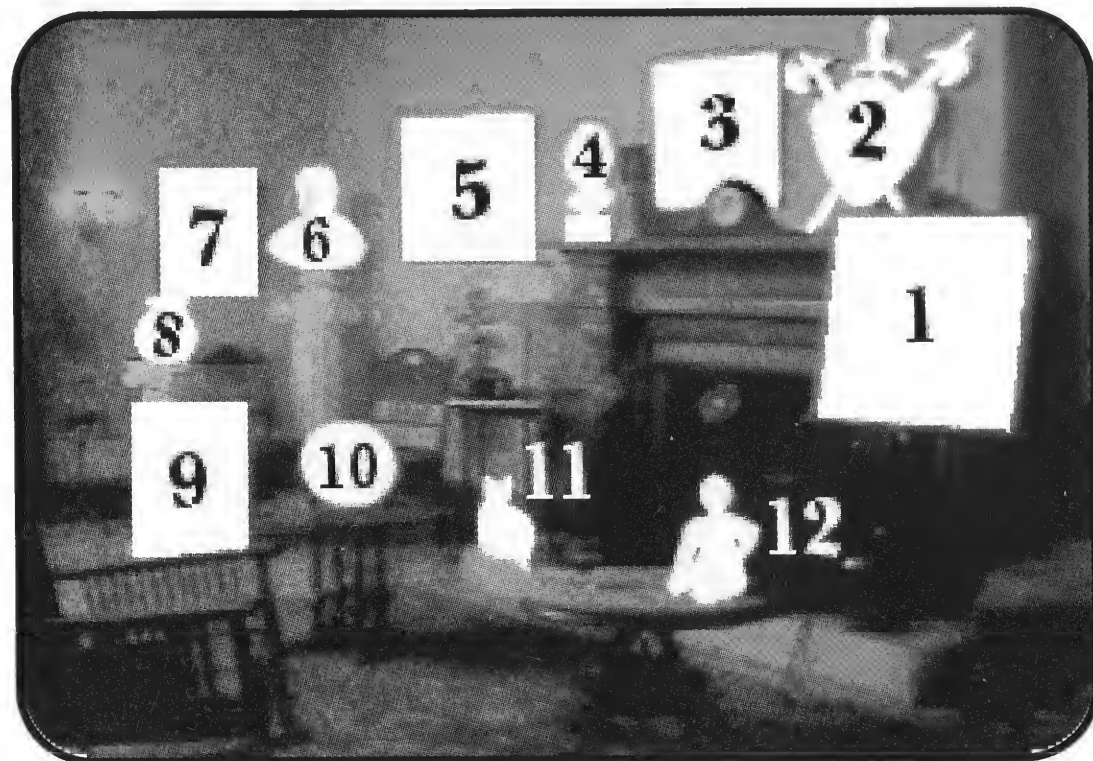
- Two-player mode is an alternating style of play - each player plays until he or she is wounded or shoots an innocent person, indicated by a doctor's response. The screen will indicate which player is next (1 or 2) and display each player's current score. The game will pause in this state until the screen is shot; then the game continues.
- A player's remaining money and bullets are displayed at the top of the screen during gameplay (money on left, bullets on right). The bottom of the screen displays from left to right; the difficulty level, player 1 or 2 and the player's score.
- When the current player has no money left, the game ends for that player.

RESTART

- If you want to RESTART or go back to the START SCREEN for other selections, hold all three A,B and C buttons down and hit start.

VISUAL CLUES

The scene below appears when you enter the study in Johnny Rock's mansion. You will need to be aware of the location of the numbered items indicated here.



- | | |
|-------------------------------|-----------------------------|
| 1. Painting of Boy in Red | 7. Mona Lisa Painting |
| 2. Coat of Arms | 8. Vase |
| 3. George Washington Painting | 9. Painting of Girl in Blue |
| 4. Bust of Woman | 10. Plate |
| 5. Modern Art Painting | 11. Cat |
| 6. Bust of Man | 12. Primitive Statuette |

SEGA CD GAME DEVELOPMENT ACKNOWLEDGEMENTS

Programmer: Steve Stewart
Tom Desmarais
Nat Brown
Durwin De Larue

Artwork: Maida Smith
Jeffrey Baker

AMERICAN LASER GAMES, INC.

ORIGINAL ARCADE PRODUCTION ACKNOWLEDGEMENTS

CAST

Johnny Rock	Marc Voltura
Red	Andrea Camarena
Trixie	Radha Dejamarter
Lockjaw Lil	Sandra Pitts
Measles	Curtis Plagge
Mumps	Richard Breeding
Smallpox	Bruce Watson
Doctor	Tim Nelson
Mortician	Carol Eason
Small person	
in baby carriage	Jason Sulber
Mother pushing carriage	Kylend Wing-Phelan
Drunk at pool hall	Margaret Durkin
Police Officer #1	Herb Robbins
Police Officer #2	Doyle Hart, Sr.
Telegram Delivery Person	Henry Towels
Voice of Detective	Jim Pattison

American Laser Games Executive Producer

Robert Grebe

Arcade Computer Programmer

Pierre Maloka

Director

David O. Roberts

Southwest Producitons

Director of Photography

Barry Kirk

Southwest Producitons

Production Manager

Jim Cochan

Scriptwriter

Jim Pattison

Stylist/Props/Wardrobe Designer

Kylene Wing-Phelan

Assistant Director

Les Wells

Script/Line Producer

Margaret Durkin

Gaffer

Bill Harrison

Key Grip

Michael Lamb

Stunt

Coordinators

Pat Poole

Al Cantu

Stunt Persons

Lori Dillen

Jack Caffrey

Cliff Voake

Rusty Meador

Chris Logganis

Dennis Martinez

Best Boy

Paul Grindrod

Props Assistant

Judith Katona

Set Builders

Paul Todesco

Paul Parker

Robert Dike

Second Camera

Steve Denning

Production Assistants

Rebecca Beal

Page Morgan

Male Hair Stylist

Louie Chavez

Assistant to Stylist

Mary Jindrich

Wardrobe Assistant

Janice Quintana

Hair/Make-Up

Merle-Dean

Sanchez

Electrician

Scott Kidner

**Swing Grip/
Production Assistant**

Alan Fulford

Post Production Video

:30 Second Street, LTD

Gregory J Kiernam

Scenic Artist

David North

Neon Signs

Absolutely Neon

**Post Production/
Music & Audio**

John Wagner

Recording Studios

Sound

Eric Williams

Sturm's Special Effects

Dieter Sturm

Yvonne Coulman

Computer Graphics

Kelly Lujan

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Electronic Games Sega Visions Sega Force Other _____

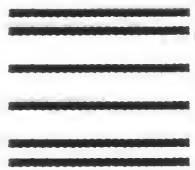
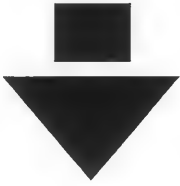
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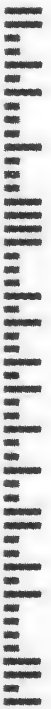
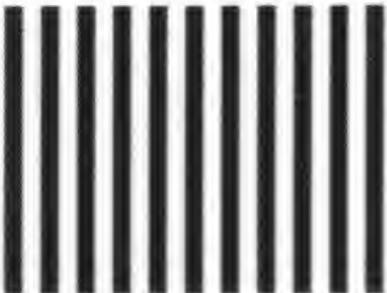
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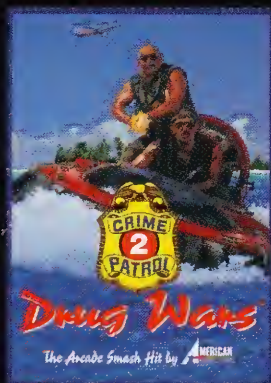
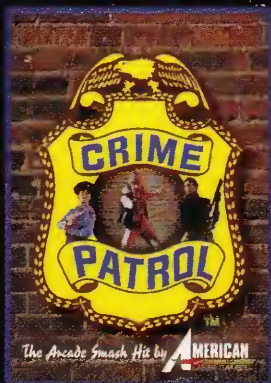
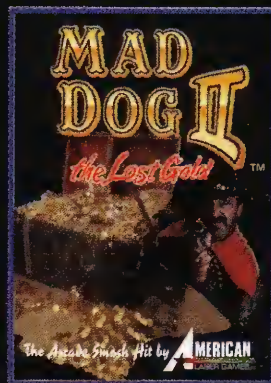
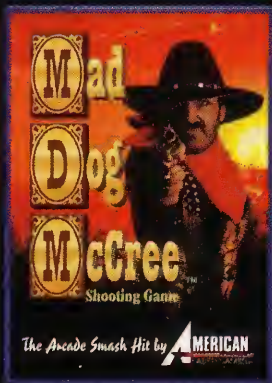
Live Motion Picture Action



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LASER GAMES, INC.

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